In the Claims:

Claim 1 (currently amended): Apparatus for creating an emblazoning effect in a graphical image, comprising:

(a) a processor,

(b) a primary buffer for storing primary pixel values representing a region,

(c) a secondary buffer for storing secondary pixel values representing the ~~a~~ region,

(d) a user-modifiable alpha channel for storing tertiary values for pixels representing the same region,

(e) ~~a~~ an alpha channel filter function representing application of both color values and brightness values to input pixel values, wherein said processor executes said function on the secondary pixel values an extent represented by the tertiary pixel values held in the alpha channel, for storing the resultant pixel values as the primary pixel values, in the primary buffer,

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(f) user-activated means for copying the primary pixel values stored in the primary buffer to the secondary pixel values stored in the secondary buffer.

Claim 2 (original): A method of creating effects in a graphical image, comprising choosing a media image, causing edges of the media image to have less transparency, adding the media image to a paint layer, and brightening parts of the paint layer with the media image.

Claim 3 (original): A method of creating effects in a processed graphic image, comprising providing an image channel with a graphic image having source pixels, providing an alpha channel having alpha channel pixels which are spatially equivalent to the source pixels, assigning a color value to the alpha channel pixels, brightening the color value assigned to alpha

channel pixels, and causing edges of an image formed by the alpha channel pixels to have less transparency.

Claim 4 (currently amended): A method of creating effects in a graphic image, comprising providing a source image channel having source pixels, providing a color level with selected colors, providing an alpha channel with alpha channel pixels which are spatially equivalent to the source pixels, mapping multiple pixels in the alpha channel, embossing the pixels in the alpha channel and using a result of the embossing for changing brightness of the selected colors being applied, and providing highlights to the selected colors, thereby providing a sense of depth due to the embossing, giving the highlights to the applied colors.

Claim 5 (currently amended): A method for creating an emblazoning effect in a graphical image, comprising storing in a primary buffer of a processor primary pixel values representing a region, storing in a secondary buffer secondary pixel values representing the ~~a~~ region, storing tertiary values for pixels representing the same region in a user-modifiable alpha channel, providing a function representing application of color and brightness values to pixel values, executing said function on the secondary pixel values to the extent represented by the tertiary pixel values held in an alpha channel, and storing resultant pixel values as the primary pixel values, in the primary buffer, and copying the primary pixel values stored in the primary buffer to the secondary pixel values stored in the secondary buffer.

Claim 6 (original): The method of claim 5, further comprising choosing a media image, causing edges of the media image to have less transparency, adding the media image to a paint layer, and brightening parts of the paint layer with the media image.

Claim 7 (original): The method of claim 5, further comprising providing an image channel with a graphic image having source pixels, providing in the alpha channel alpha channel

pixels which are spatially equivalent to the source pixels, assigning color values to the alpha channel pixels, brightening the color values assigned to the alpha channel pixels, and causing edges of an image formed by the alpha channel pixels to have less transparency.

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Claim 8 (currently amended): The method of claim 5, further comprising providing a source image channel having source pixels, providing a color level with selected colors, and providing in the alpha channel alpha channel pixels which are spatially equivalent to the source pixels.